

CAPCOM®

DISC

1

# *Instruction Guide*

# FOX HUNT™

INTERACTIVE COMEDY  
SPY  
THRILLER





## ***System Requirements***

### **Computer**

Half-Screen Video: 486DX or higher, 66 MHz or faster

Full-Screen Video: Pentium® processor or 486DX, 66 MHz or faster with local bus video card or other hardware-based video accelerators

### **Operating System**

Windows® 3.1 or higher running on DOS 5.0 or higher or Windows 95®

### **Memory**

8 MB of RAM

### **Hard Disk**

5 MB free hard disk space

### **Video**

256 color SVGA and color monitor (SVGA). 64K-color SVGA recommended

### **Audio**

Windows-compatible sound card with associated drivers

### **CD-ROM Drive**

MPC II rated double-speed CD-ROM drive (300 KB/sec sustained data-transfer rate)

### **Mouse**

Windows-compatible mouse or pointing device

### **Ancillary Software**

QuickTime® for Windows 2.0.3 [supplied]; MSCDEX version 2.20 or higher [not supplied]

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## ***Save the world. Bat the girl. And return the tux.***

There's a missile aimed at LA ... the Russians are hatching a plot to hijack Hollywood ... and your landlord just left a message about the rent being *way* late. Besides, you're *hungry*.

So the CIA thinks you can save the world. Yeah sure. They're not looking for a spy, just a regular guy. Uh huh. And they're offering 500 bucks in advance. *All right.*

Get a move on, Jack Fremont. The Fox and the Wolf are playing for keeps ... the women are beautiful but deadly ... whacked-out Frank wants you dead in the worst ways. And remember: everybody's got an agenda. *Fox Hunt* offers you 10 different ways to win — and a lot more ways to lose. So you'd better get an agenda of your own, quick.

## ***Installing Fox Hunt***

Before playing, you must install *Fox Hunt* resource files on your hard disk. These files, and the install program, are on all three *Fox Hunt* discs, but they only need to be installed once from any one of the discs.

To run *Fox Hunt*, you must also have QuickTime For Windows on your PC. If you don't already have QuickTime installed, all three *Fox Hunt* discs contain version 2.0.3 of QuickTime For Windows, and the install program gives you the option of installing this version of QuickTime on your hard disk.

### ***To Install Fox Hunt—***

1. Place any of the three discs in your CD drive. Select **Run** from the File



menu (Windows 3.1) or from the Start menu on the Task Bar (Windows 95).

2. Type **D:\BETUP** (or in place of the D, the letter designating your CD-ROM drive) and press **Enter**.

3. Follow the on-screen instructions and respond to the prompts. The install program automatically detects whether you have Windows 3.1 or Windows 95 and installs *Fox Hunt* properly for your operating system.

4. If you don't already have the correct version of QuickTime for Windows installed, double-click the QuickTime for Windows Install icon to install QuickTime for Windows version 2.03. The installer automatically checks for conflicts with existing versions of QuickTime on your system.

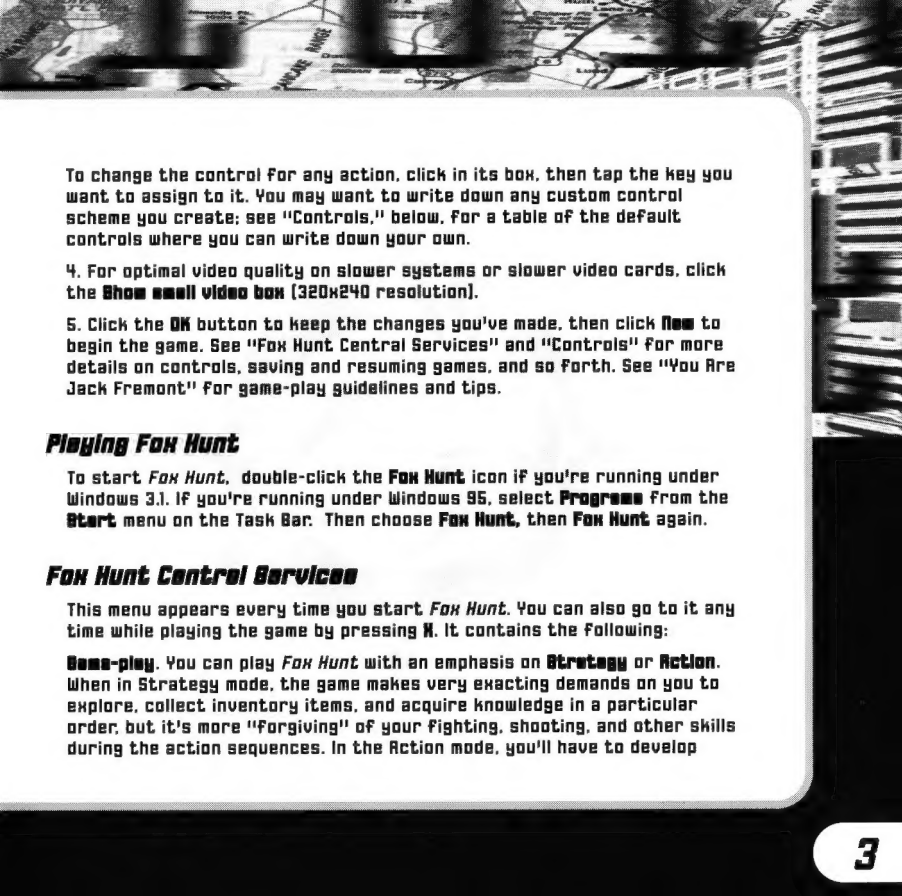
**Troubleshooting.** If you have any problems with the performance of *Fox Hunt* on your computer, open and read the Readme.wri file in the *Fox Hunt* Windows group on your hard disk. It details a variety of troubleshooting procedures and corrective measures you can follow to optimize the game's performance on your system.

## ***Quickstart Instructions***

1. After installing the game on your hard disk, be sure you have Disc 1 in your CD drive and start *Fox Hunt* from your Windows desktop.

2. On the *Fox Hunt* Central Services menu, select **Strategy** or **Action** style of game-play.

3. Click **Configure** on the Fox Hunt Central Services menu. The Configuration Keys and Commands screen appears, with the default controls shown.



To change the control for any action, click in its box, then tap the key you want to assign to it. You may want to write down any custom control scheme you create; see "Controls," below, for a table of the default controls where you can write down your own.

4. For optimal video quality on slower systems or slower video cards, click the **Show small video box** (320x240 resolution).

5. Click the **OK** button to keep the changes you've made, then click **Now** to begin the game. See "Fox Hunt Central Services" and "Controls" for more details on controls, saving and resuming games, and so forth. See "You Are Jack Fremont" for game-play guidelines and tips.

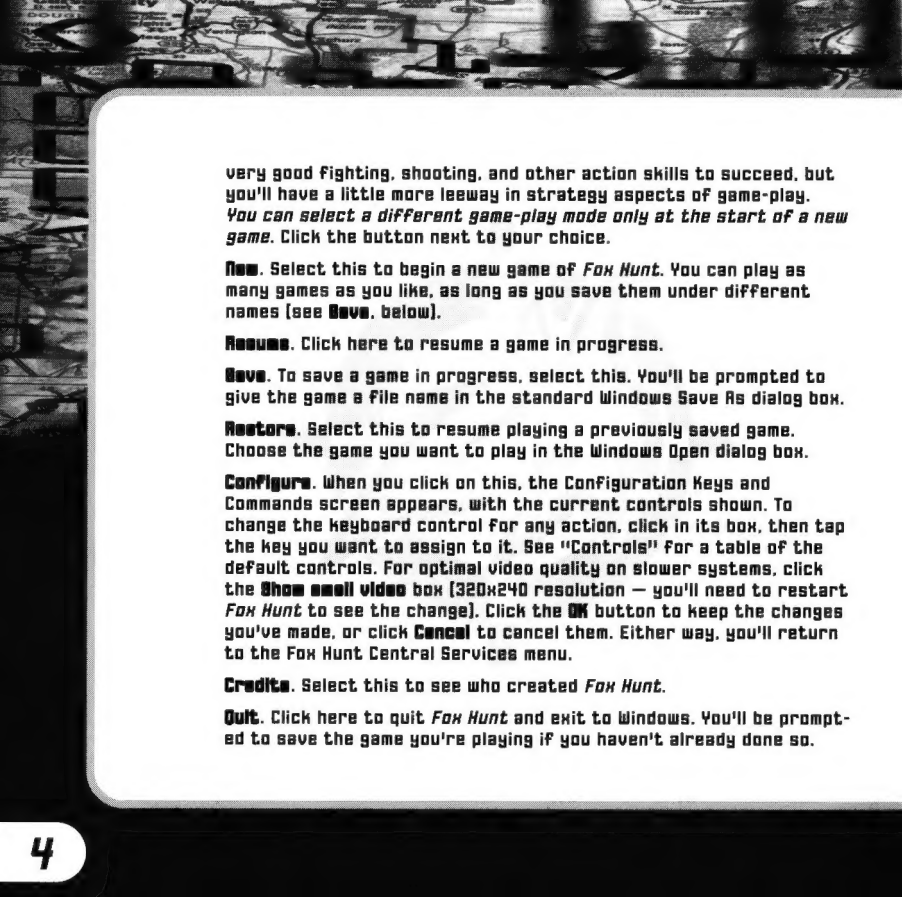
## ***Playing Fox Hunt***

To start *Fox Hunt*, double-click the **Fox Hunt** icon if you're running under Windows 3.1. If you're running under Windows 95, select **Programs** from the **Start** menu on the Task Bar. Then choose **Fox Hunt**, then **Fox Hunt** again.

## ***Fox Hunt Control Services***

This menu appears every time you start *Fox Hunt*. You can also go to it any time while playing the game by pressing **N**. It contains the following:

**Game-play.** You can play *Fox Hunt* with an emphasis on **Strategy** or **Action**. When in Strategy mode, the game makes very exacting demands on you to explore, collect inventory items, and acquire knowledge in a particular order, but it's more "forgiving" of your fighting, shooting, and other skills during the action sequences. In the Action mode, you'll have to develop



very good fighting, shooting, and other action skills to succeed, but you'll have a little more leeway in strategy aspects of game-play. *You can select a different game-play mode only at the start of a new game.* Click the button next to your choice.

**New.** Select this to begin a new game of *Fox Hunt*. You can play as many games as you like, as long as you save them under different names (see **Save**, below).

**Resume.** Click here to resume a game in progress.

**Save.** To save a game in progress, select this. You'll be prompted to give the game a file name in the standard Windows Save As dialog box.

**Restore.** Select this to resume playing a previously saved game. Choose the game you want to play in the Windows Open dialog box.

**Configure.** When you click on this, the Configuration Keys and Commands screen appears, with the current controls shown. To change the keyboard control for any action, click in its box, then tap the key you want to assign to it. See "Controls" for a table of the default controls. For optimal video quality on slower systems, click the **Show small video** box (320x240 resolution — you'll need to restart *Fox Hunt* to see the change). Click the **OK** button to keep the changes you've made, or click **Cancel** to cancel them. Either way, you'll return to the Fox Hunt Central Services menu.

**Credits.** Select this to see who created *Fox Hunt*.

**Quit.** Click here to quit *Fox Hunt* and exit to Windows. You'll be prompted to save the game you're playing if you haven't already done so.

The background of the page features a grayscale image. The top half shows a detailed map with various street names and landmarks, including 'PACIFIC AVENUE' and '720'. The bottom right corner shows a portion of a modern building with a grid-like facade.

## Controls

Except for the general controls and the keys assigned to them, you can set up the keyboard controls any way you like, assigning the keys that work best for you to any action. See the **Configure** menu item under "Fox Hunt Central Services" for details on assigning custom control keys. You may want to write down the custom keys you assign.

**General controls.** These controls are reserved for the actions described, and cannot be reassigned.

<b>Tab</b>	Step through "narrative" scenes you've already seen
<b>Spacebar</b>	Pause/unpause play
<b>X</b>	Pause play and go to the Central Services menu

Default key controls and mouse controls for the various play modes are as follows. Again, you can assign your own custom keyboard controls to any of the actions listed, using the Configuration Keys and Commands screen available through the Fox Hunt Central Services menu.

### Explore Modes

Turn left  
Turn right  
Move forward  
Use item—pick it up, examine it, and add it to your inventory

### Keyboard

Left arrow  
Right arrow  
Up arrow  
Enter

### Mouse

Press left button when you see on screen —  
left arrow  
right arrow  
up arrow  
hand

**Fight Modes**

Punch  
Block  
Kick  
Spin around  
(multiple opponents)

**Keyboard**

P or Numpad 1  
B or Numpad 2  
K or Numpad 3  
T or Numpad 8

**Mouse**

—  
—  
—  
—

**Move Modes**

Turn left  
Turn right  
Look back (Tunnel Tubes)  
Shoot

**Keyboard**

Left arrow  
Right arrow  
Numpad subtract  
Enter

**Mouse**

—  
—  
—  
—

**Shooting Modes**

Move crosshairs  
Shoot

**Keyboard**

—  
Enter

**Mouse**

Move mouse  
Left button

**Card Game**

"Hit me" (take a card)  
"Stand"

**Keyboard**

Enter  
Numpad subtract

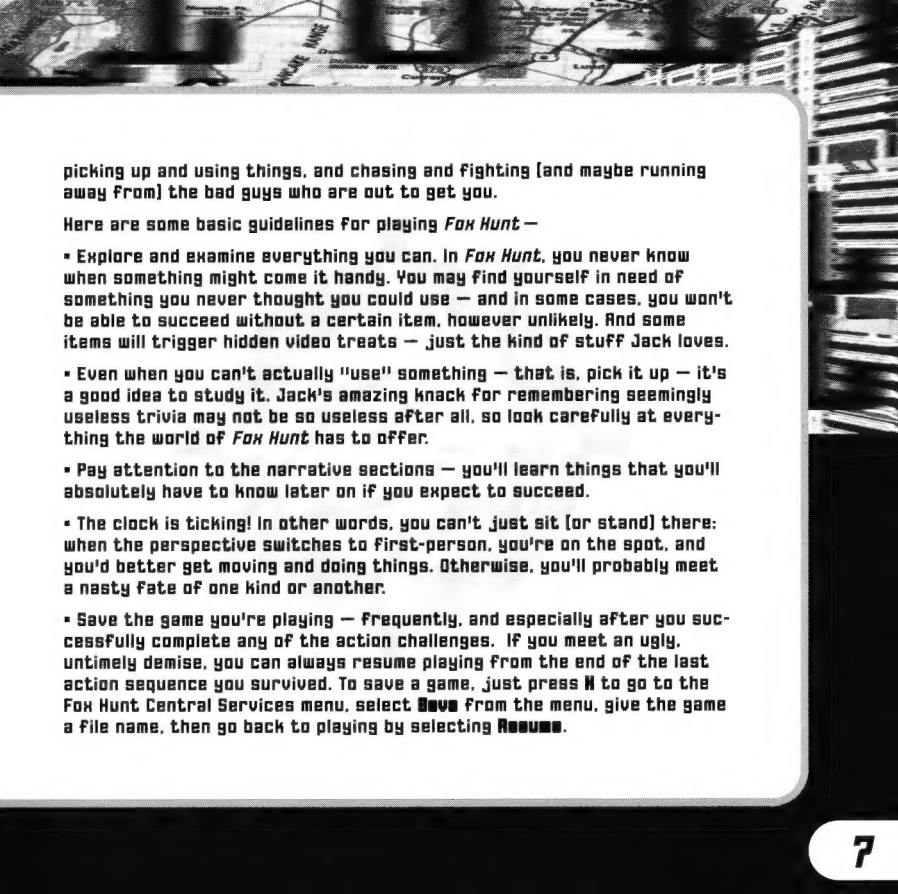
**Mouse**

—  
—

***You Are Jack Fremont***

Remember, *Fox Hunt* looks like a movie ... but when the perspective changes to the 1st-person point of view — in effect, when *you* see what *Jack* is looking at — it's your move. *You're* in control of Jack — when he's exploring,





picking up and using things, and chasing and fighting (and maybe running away from) the bad guys who are out to get you.

Here are some basic guidelines for playing *Fox Hunt* —

- Explore and examine everything you can. In *Fox Hunt*, you never know when something might come in handy. You may find yourself in need of something you never thought you could use — and in some cases, you won't be able to succeed without a certain item, however unlikely. And some items will trigger hidden video treats — just the kind of stuff Jack loves.
- Even when you can't actually "use" something — that is, pick it up — it's a good idea to study it. Jack's amazing knack for remembering seemingly useless trivia may not be so useless after all, so look carefully at everything the world of *Fox Hunt* has to offer.
- Pay attention to the narrative sections — you'll learn things that you'll absolutely have to know later on if you expect to succeed.
- The clock is ticking! In other words, you can't just sit (or stand) there: when the perspective switches to first-person, you're on the spot, and you'd better get moving and doing things. Otherwise, you'll probably meet a nasty fate of one kind or another.
- Save the game you're playing — frequently, and especially after you successfully complete any of the action challenges. If you meet an ugly, untimely demise, you can always resume playing from the end of the last action sequence you survived. To save a game, just press **N** to go to the *Fox Hunt* Central Services menu, select **Save** from the menu, give the game a file name, then go back to playing by selecting **Resume**.

## Help Is Here

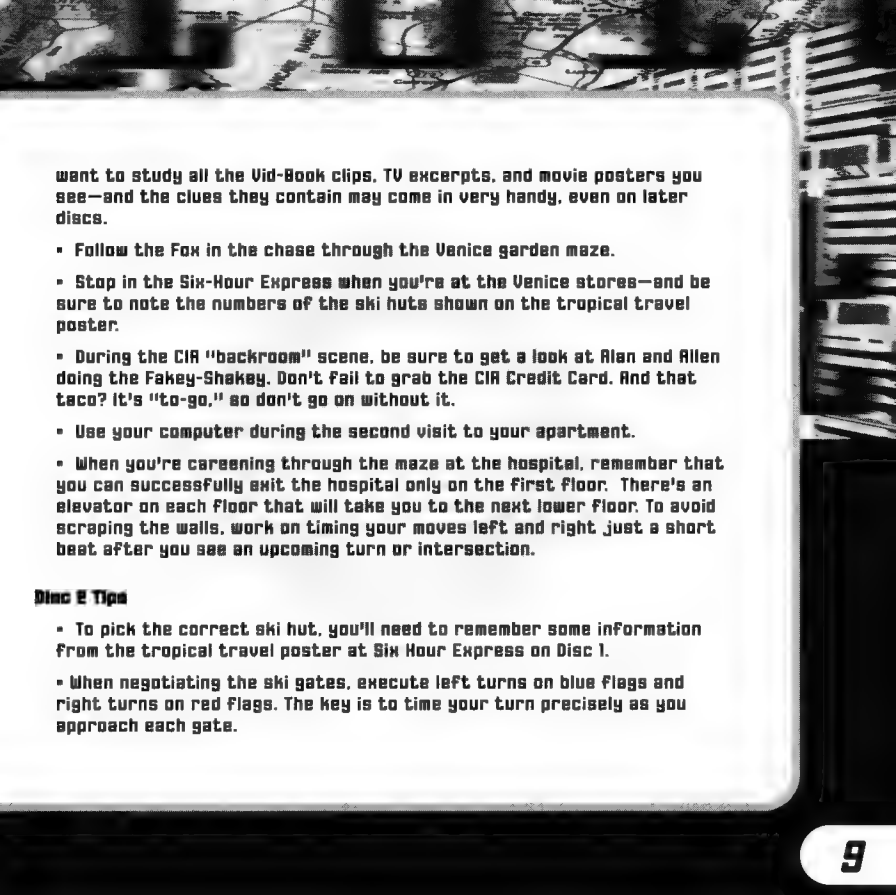
... For those who need it. Just read on for some hints and tips that will help you solve the mysteries of *Fox Hunt* — unless you're the kind of gamer who likes the challenge of figuring it all out, and developing the skills and understanding you need to win, all on your own.

**Strategy vs. Action Games.** Strategy play is less demanding of your skills during the action challenges—fights, shooting, and mazes—but requires you to be very thorough and resourceful when exploring, picking up clues, and solving puzzles. Action play demands more precise timing and accuracy during the action challenges, but gives you more leeway when you're exploring for clues and solving puzzles.

**How to Fight Well.** The key to doing well during the fights is learning how each opponent "sets up" his or her attack and using the appropriate counter move. To counter a punch from your opponent, it's best to use a "Block" move or a quick "Kick" move. To counter a kick from your opponent, it's most effective to use a "Block," a "Punch" or a "Kick" that you start before your opponent starts his or her kick.

## Disc 1 Tips

- Make note of which window Fat Freddy uses when he leaves your apartment. You may also need to use it.
- Pick up the knife in your apartment.
- Ditto the "Vid-Book." As TV trivia geek Jack Fremont, you'll naturally



want to study all the Vid-Book clips, TV excerpts, and movie posters you see—and the clues they contain may come in very handy, even on later discs.

- Follow the Fox in the chase through the Venice garden maze.
- Stop in the Six-Hour Express when you're at the Venice stores—and be sure to note the numbers of the ski huts shown on the tropical travel poster.
- During the CIA "backroom" scene, be sure to get a look at Alan and Allen doing the Fakey-Shakey. Don't fail to grab the CIA Credit Card. And that taco? It's "to-go," so don't go on without it.
- Use your computer during the second visit to your apartment.
- When you're careening through the maze at the hospital, remember that you can successfully exit the hospital only on the first floor. There's an elevator on each floor that will take you to the next lower floor. To avoid scraping the walls, work on timing your moves left and right just a short beat after you see an upcoming turn or intersection.

### **Disc 2 Tips**

- To pick the correct ski hut, you'll need to remember some information from the tropical travel poster at Six Hour Express on Disc 1.
- When negotiating the ski gates, execute left turns on blue flags and right turns on red flags. The key is to time your turn precisely as you approach each gate.

- When shooting on the ski slopes, your target is the skier's body. Shoot (press the mouse button) when the cursor changes to crosshairs.
- When exploring the show girls' dressing room, be sure to pick up the feather from the dressing table.
- When fighting with the show girls, use "Block" moves right after the First Showgirl starts her attacks; against the Second Showgirl, start with "Block" moves, then proceed with "Punch" and "Kick" moves; against the Third Showgirl, use "Punch" and "Kick" moves.

### **Disc 3 Tips**

- When fighting Alan and Allen, upper body moves ("Punch" and "Block") work best on Alan; lower body moves work best on Allen.
- When you're fighting in the "Web," upper body moves ("Punch" and "Block") work best on Sven; "Kick" moves work best on the Body Builder and the Caveman.
- When fighting Frank, quick reactions to his attacking and defending moves are crucial.
- Shoot the "Peking Duck" in the video arcade game.

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**Presents**

**FOX HUNT**

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Chauncey  
The Wolf  
The Fox  
Edison Pettibone  
Fred Finkle  
Croupier  
Dealer  
Alan  
Allen  
Casino Dealer  
Casino Manager  
Police Captain  
Vegas Bartender  
Fernando/Hernando/Rolando  
Limo Driver  
Elvis  
Mrs. Fleckner  
Mr. Fleckner  
Showgirl  
Sunny  
Danny  
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Alex Kubik  
Jeff Rector  
Jerry Rector  
Barbara Moore  
Bruce Fine  
Loretta Fox  
Evan A. Press  
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Jason Braly  
Sherri Lubov  
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Venice Bartender  
Stunt Showgirls

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Jack's Ski Double  
Cave Man  
Huge Man  
Muscle Man  
Russians (Stunts)

**Goons (Stunts)**

**Snowboarders**

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Dana Hae  
Laura Albert  
Marjean Holden  
Jeff Eith  
Vince Deadrick, Jr.  
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Gene Hartline  
Sven-Ole Thorsen  
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Boom Operator  
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**Cosa Effects**

**Product Placement**

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**Life Is An Adventure**

Written by G. Gano  
Performed by Violent Femmes  
Courtesy of Violent Femmes

**Nicochet**

Written by M. Bordin, B. Gould, M. Patton, A. Bottom  
Performed by Faith No More  
Courtesy of Reprise Records/Slash Records by Arrangement with Warner  
Special Products

**Shame, Shame, Shame**

Written by S. Robinson  
Performed by Shirley & Company  
Courtesy of Rhino Records



**All You Need**

Written by Brad Knowell

Performed by Sublime

Courtesy of Skunk Records

**Rappers Delight**

Written by B. Edwards and N. Rodgers

Performed by Sugarhill Gang

Courtesy of Rhino Records

Post Production Sound Provided by Audio Surround Design

Ski sequences shot on location in Aspen, Colorado at Aspen Highlands and Buttermilk Mountain, with additional ski scenes shot on location at Bear Mountain.

Lodging in Aspen was provided by Hotel Aspen and Aspen Bed and Breakfast

Ski Clothing provided by Snowmass Apparel

Stock Footage provided by Fabulous Footage

Additional Footage provided courtesy of BBB, MNC Films, and Kris Lindquist Productions

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Snowmass Apparel  
Burton Snowboards  
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